

## MIDTOWN MADNESS 3 GAME CONTROLS



The Audi S4 Avant and Audi TT are used by Microsoft with the express written permission of AUDI AG.

The MINI Trademarks are owned by BMW AG and are used under license.

Chrysler is a registered trademark of DaimlerChrysler.

Chrysler® Crossfire, Chrysler® PT Turbo and their trade dress are used under license. © DaimlerChrysler 2002

Dodge, Viper and Mopar are registered trademarks of DaimlerChrysler Corporation

MUSTANG 2+2 FASTBACK is a trademark used under license from Ford Motor Company.

Freightliner and Century Class S/T are registered trademarks of Freightliner LLC and are used under license from Freightliner LLC. Freightliner LLC is a DaimlerChrysler Company.

General Motors Trademarks used under license to Microsoft Corporation.

Approved and Licensed Product of Group Lotus plc

Opel, Astra, Emblems, and body design are Adam Opel AG Trademarks and used under license to Microsoft.

Saab, 9-3, Emblems and body design are Saab Trademarks used under license to Microsoft.

Merci à RENAULT pour son aimable collaboration.

Volkswagen Trademarks, design patents and copyrights are used under license to Microsoft Corporation.

All other trademarks are property of their respective owners.



**Microsoft**  
game studios™

0403 Part No. X08-82254



# TABLE OF CONTENTS

## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Introduction.....	2
Profiles.....	3
Main Menu.....	4
Game Modes .....	5
Game Controls .....	6
Game Screen .....	8
Navigation .....	10
Work Undercover.....	11
Multiplayer Mode.....	12
System Link .....	14
Xbox Live™.....	15
Paris .....	22
Washington D.C. ....	24
Music .....	26
Options .....	28
Locked Vehicles.....	29
Dieter Kleinmann .....	30
Credits .....	31
Warranty.....	32
Technical Support.....	33



MIDTOWN  
**MADNESS 3**

# INTRODUCTION

Urban racing isn't easy.

Lampposts. Pesky garbage cans. Traffic. And those pedestrians! Who do they think they are just walking on the sidewalk like that?

2

But, you're brave. And crazy. And, that's impressive.

You're welcome.

Welcome to *Midtown Madness® 3*. Here, you have the freedom to drive what you want, where you want, how you want, and—through the power of Xbox Live™—with whomever you want. No set course through checkpoints. Just you, making your own decisions on how to win races through real cities in real vehicles.

In addition to the insane urban racing you've come to expect from *Midtown Madness*, this game has new vehicles, new cities, new multiplayer games, a new **Work Undercover** mode, plus Xbox Live... so rest assured you spent your money wisely.

To quote the legendary Dieter Kleinmann: "Eines Tages werden wir in einer Welt Rennen fahren, in der alle Rennstars Sauerkraut und Würste umsonst bekommen!"\*

WANNA TRAVEL? USE THE XBOX  
DASHBOARD TO MOVE YOUR  
PROFILE TO A MEMORY CARD.

\*We don't know  
what that means.



# PROFILES

Profiles make it possible for you (and anyone else using your Xbox console) to track your individual progress while playing *Midtown Madness 3*. If you want to switch, rename, delete, or create profiles, select **Profiles** from the **Main Menu**.

## What the Heck Do Profiles Remember?

- ⌚ your progress in **Career** mode
- ⌚ your unlocked vehicles, races, and goodies
- ⌚ your ten best **Blitz** race times
- ⌚ your ten best **Checkpoint** race times
- ⌚ the last car you used
- ⌚ your Xbox Live sign-in name
- ⌚ your game settings
- ⌚ your Mom's birthday (ok, maybe not)

## How Do I Save a Race?

Relax. The game is saving automatically for you every time you accomplish something. So, start accomplishing something already. Really. Go.

3

# MAIN MENU

# GAME MODES

4

Let's take a look at the **Main Menu**. Now what you've got here is choice.

**Work Undercover** – Embark on your career as an undercover officer in Paris or a detective in Washington D.C.

**Single Race** – Race against the clock in a **Blitz** race, make your opponents cry in a **Checkpoint** race, or just roam the city in **Cruise** mode.

**Multiplayer** – Play split screen, over System Link, or on **Xbox Live**. Take on friends or foes in multiplayer-only games or **Checkpoint** races, or **Cruise** the city.

**Options** – Set up the game the way you want it. Oh, and watch the behind-the-scenes bonus movie! Yips!

**Profiles** – Switch, rename, delete, or create a profile to track your progress. Name your profile something witty, such as “Witty.”

**Sign In/Out** – Sign in to **Xbox Live** so you can find other players and so your friends can find you. It must be fun having friends!

**WATCH THE BONUS MOVIE  
(ON THE OPTIONS MENU), AND  
LEARN ABOUT A REAL MOTION-  
CAPTURE ARTIST!**

Ready to race around in **Blitz**, **Checkpoint**, or **Cruise** mode?

**Blitz** – It's a showdown: you versus the clock. Got what it takes to race through checkpoints in any order before the clock strikes zero? The time on the clock is based on the vehicle you pick, so there's no one to blame but yourself if you lose.

**Checkpoint** – You versus opponents in a thrilling race to the finish. Your opponents are picked based on your vehicle, and most don't care how they win—as long as you're in their rearview mirror. Go through checkpoints in any order before the competition, and you've got reason to brag.

**Cruise** – You versus... nobody (except maybe a few cops). Cruise around the city, unlock hidden treasures, test your vehicles, and learn the streets so you can create your own routes in **Blitz** and **Checkpoint** modes. Set the season, time of day, weather, and pedestrian and cop density to your liking!



Bonjour driver.  
Zere are hidden secrets stashed in ze cities, so you must cruise ze streets to find them. Bonne chance!

5

# GAME CONTROLS

The following are the default game controls. If you want to select an alternate setup, however, go to **Controller Setup** on the **Options** menu.

6



Bonjour detective!

Ze big arrow at ze top of your screen is a compass to ze next checkpoint on an optional path. Oui! If you like, you can go through ze checkpoints in any order. C'est magnifique!

Hi y'all!

The dots on the border of the map are distant checkpoints, not just dots. Not that I have anything against dots, 'cause I don't! My word!



LEFT THUMBSTICK	Steer
LEFT THUMBSTICK (CLICK)	Toggle between talking to your team and all players (Xbox Live)
RIGHT THUMBSTICK	Look left/right/back
RIGHT THUMBSTICK (CLICK)	Bring up in-game map
LEFT TRIGGER	Brake/Reverse
RIGHT TRIGGER	Accelerate
D-PAD	Steer
A	Handbrake
B	Shift up
X	Shift down
Y	Horn/Siren
Black	Change camera view
White	Headlights
Back	Car reset
Start	Pause/In-game menu

7

# GAME SCREEN

Ok, so you're playing the game and need some information. Like, where the heck am I going?

8

## Blitz Clock or Checkpoint Clock

The clock counts down in a **Blitz** race and counts up in a **Checkpoint** race.  
Oh, the drama!

## Race Position (Checkpoint Races Only)

Am I in first place, or am I not worthy?

## Mini Map

The **Mini Map** shows checkpoints (o). The next suggested checkpoint blinks, and those you've cleared disappear. Click the **Right Thumbstick** to enlarge the **Mini Map**.



## Overhead Arrow

This points like a compass to the next checkpoint in a suggested path, but you can go through checkpoints in any order.

## Checkpoint Counter

How many checkpoints left until victory?

## Mini Arrow

This appears when you need to turn if you're following the suggested path.

## Speedometer with Gear

Faster! If you've selected manual shifting, use the **B** button to shift up and the **X** button to shift down.

Ciao! The **Mini Map** on your screen automatically zooms in and out as you approach checkpoints. That service comes free of charge. Not like extra cheese!

P.I., good to see you. I've got a tip hotter than asphalt in July. Click the **Right Thumbstick** when racing to enlarge the **Mini Map**. Pretty big tip for such a small map.



9

# NAVIGATION

Where the Heck Am I Going? Who Am I?  
Why Am I Here?

10

## CHECKPOINT

This is a checkpoint. Drive through them (in any order) if you wanna win a race. The **Checkpoint Counter** in the upper-right corner of your screen tells you how many you have left.



This is a location checkpoint in **Work Undercover** mode. For example, you might have to drive through the green circle when delivering a parcel or pizza. Green means go, so you don't have to stop; just drive through the circle, and keep on racing.



This is another location checkpoint in **Work Undercover** mode. Red means stop, so you must stop within the rectangle. For example, you might be letting a passenger out of your car.



# WORK UNDERCOVER

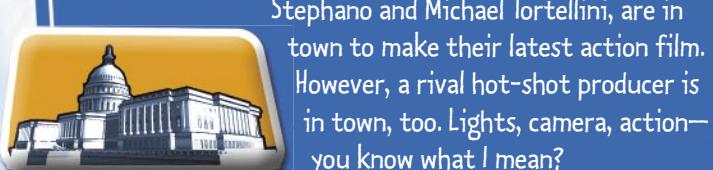
Want To Get Entangled in an Exciting,  
Mysterious Plot?



**Paris:** Oui, oui, work for the police as an undercover detective sent to protect world-famous race-car driver Dieter Kleinmann. What do you get when you cross Dieter's lifetime achievement award with obsessed Scandinavians?

**One answer:** toe socks.

**D.C.:** Hop on your magic carpet, P.I., and join forces with a classic, old-school detective. Two famous filmmakers,



Stephano and Michael Tortellini, are in town to make their latest action film. However, a rival hot-shot producer is in town, too. Lights, camera, action—you know what I mean?

## How Does the Career Path Work?

Select your city to begin your undercover career. Each city has seven different jobs. To move on to the next job, you must complete three missions in your current job.

I'm Scared.

Don't be.

11

# MULTIPLAYER MODE

Here's what you can say to your friends when you school them in **Multiplayer** mode (split screen, System Link, or *Xbox Live*):

12



You get the idea.



## Multiplayer Game Types (System Link and *Xbox Live*)

**Checkpoint** and **Cruise** modes function the same as they do in **Single Race** mode. So, check out page 5 if you're confused.

**Capture the Gold** – There's gold in the city—go snag it, and deliver it back to a location. But, look out—opponents can stop you and steal the gold by crashing into your car. Set gold goals or a time limit if you want a winner, or you can just play forever!

**Tag** – The goal: don't be "it" when the clock strikes zero. If you're it, tag another player, so they become it. Last one standing wins.

**Hunter** – Avoid being caught by the hunter! One player starts as the hunter, and the others are prey. As prey is tagged by the hunter, that player also becomes a hunter. Last player who is prey wins!

**Stayaway** – The goal is to be "it" for the longest amount of time. If you're it, get away from the other players and avoid being tagged, 'cause they wanna be it, too! Set time or score limits if you want a winner, or you can play forever!

## Spectator Mode

If you're viewing a game in **Spectator** mode, press left or right on the **D-pad** to watch different players.

13

# SYSTEM LINK

14

Race like mad with up to eight players on linked Xbox consoles. You can connect two Xbox consoles together using an Xbox System Link cable or up to eight Xbox consoles using an Ethernet hub and standard Ethernet cables. Hey—one player per Xbox console!! Sheesh.

## Let's Get This Party Started!

### To start a System Link game

1. Connect the Xbox consoles together.\*
2. On the **Main Menu**, select **Multiplayer**.
3. On the **Multiplayer** menu, select **System Link**.
4. Do one of the following:

#### To host a session

- Press the **Y** button to create a new game.
- Name your game, and then select the game settings for your game.
- Select your vehicle.

#### To join an existing game

- Select your friend's game.
  - If you want to change your vehicle, select **Options** while your name is highlighted.
  - Select **Ready** when you are ready to race.
5. After everyone has joined and appears in the **Lobby**, the host presses **Start Game** to begin.
  6. When the game is over, everyone returns to the **Lobby**, and the host can either start the game over or change the settings to create a different match.

\*Refer to your Xbox instruction manual for more information.

# XBOX LIVE

*Xbox Live*™ is a high-speed internet gaming community where you can create a permanent gamer identity, set up a **Friends** list filled with your favorite opponents, see when they're online, invite them to play, and talk to them real-time while you race. No longer are you limited to multiplayer action when your friends are over—now you can find opponents 24/7 ready to take you on, talk some trash, and race the streets of Paris and D.C. To determine if *Xbox Live* is available in your area, go to [www.xbox.com](http://www.xbox.com).

## Hook It Up

To use *Xbox Live*, connect to a direct or shared high-speed connection. It's the new millennium, so put away that string and two cups that you call "dial-up."

## Sign It Up

Hooked up to your high-speed connection? Now you need to sign up for the *Xbox Live* service. For more information on that, see the *Xbox Live* Quick Reference card that came with this game, or check out [www.xbox.com](http://www.xbox.com). If you need more help, call 1-800-4MY-XBOX (1-800-469-9269).

15

## Signing In

When you're ready to sign in to the *Xbox Live* service, you can either select **Sign In** from the **Main Menu** or select **Multiplayer** from the **Main Menu** and then select **Xbox Live**.

When the *Xbox Live Sign In* screen appears, well... sign in, genius! Select a gamertag.

## Multiplayer Game Types

For more information on each type, see page 13.

## Voice Capabilities

Not only can you play against people who aren't sitting next to you, but you can chat (or talk trash!) at the same time. Just follow the instructions that came with the Xbox Communicator.

### QUICK MATCH VS. OPTIMATCH

**QUICK MATCH** THROWS YOU INTO A GAME AFTER YOU SELECT YOUR GAME TYPE. **OPTIMATCH** MAKES IT POSSIBLE FOR YOU TO DESIGNATE THE GAME TYPE AND CITY AND THEN SHOWS YOU A LIST OF POSSIBLE GAMES.

## Xbox Live Main Menu

When you're in the *Xbox Live Main Menu*, you've got decisions to make:

**Quick Match** – Pick your game type, and then you're in a game!

**OptiMatch™** – Pick your game type and city, and then view a list of possible games.

**Host Game** – Create the game you wanna play, and then let others join in your party. Note: When creating a game, you can select **Public** and **Friend** slots. If you have **Friend** slots, then you'll need to send game invites to the friends you want to race against (**Friend** slots don't appear when searching for matches).

**Friends** – View and manage your current **Friends** list, and see if your buddy's online.

**Recent Players** – View all the players from your last game.

**Appear Offline** – Appear to others as though you have not signed in.

**Download New Content** – Check to see if new goodies can be downloaded for *Midtown Madness 3*!

## Friends

Your **Friends** list can contain up to 100 other gamers whom you've designated as **Friends** (so make sure they give you a birthday present). Not only does this list make it possible for you to send and receive game invites, it lets you check up on your posse as well. You can see if they're signed in, what game they're playing, and more.

### There are three ways to add a player to your **Friends** list

- ⑥ In the **Recent Players** list, select the name of the player you want to add to your **Friends**, and then select **Add Friend**.
- ⑥ In the game lobby, select the player, and then select **Add Friend**.
- ⑥ From the **Xbox Dashboard**, select **Xbox Live**, then **Account Management**, then enter your friend's gamertag, and add them.  
If the request is accepted, then the player will be added to your **Friends** list.

### To remove a player from your **Friends** list

1. View your **Friends** list from the *Midtown Madness 3* **Xbox Live** Main Menu, from the game lobby, or from the in-game **Pause** menu.
2. Select the friend you want to remove, and then select **Remove Friend**.

### To send a game invitation to a player on your **Friends** list while you're in a game

1. In the **Friends** list, select the name of the player you want to invite to a session.
2. Select **Invite Friend**.

## Players

Here are a couple of cool things you can do with the **Players** list:

- ⑥ Maybe you wanna send good or bad player feedback to **Xbox Live**. Simply locate that player in the **Players** list, and speak your mind!
- ⑥ If you play with someone who's not on your **Friends** list and you want to add them, then you can locate the player in the **Players** list and select **Add Friend**.
- ⑥ If you do not want to hear a player's voice, then you can silence that player by selecting them in the **Players** list, and selecting the **Voice [Muted]** option. Selecting this option will mute the player for all future games.

## Player Options

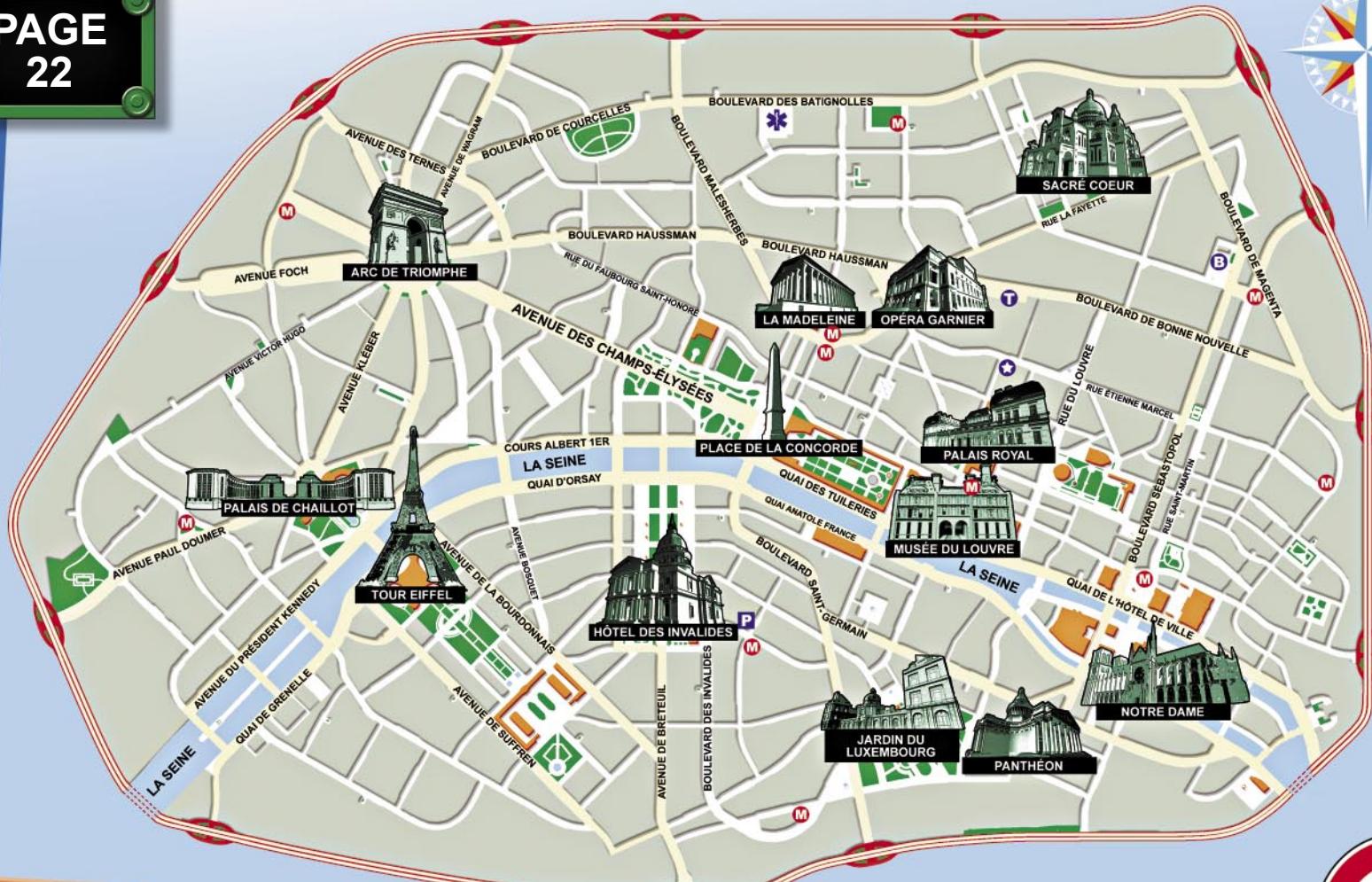
In the game lobby, **Player Options** makes it possible for you to do nifty things, such as add a friend, send player feedback to Xbox Live, and mute a player. If you select yourself, you can choose to appear online or offline, change your vehicle, select your team, and adjust voice masking. If you are a host, you can kick a player out of the session!

**Note:** Most options are also available from the in-game **Pause** menu. Press the **START** button to pause the game.

## The Xbox Live Icons

The following status icons appear in the **Friends** list, the **Recent Players** list, and the *Midtown Madness 3* **Lobby**.

-  You have sent a **Game Invitation** successfully.
-  You have received a **Game Invitation**.
-  You have sent a **Friend Request** successfully.
-  You have received a **Friend Request**.
-  Friend is online.
-  Voice is on.
-  Voice is muted.

PAGE  
22

# WASHINGTON D.C.

PAGE 24



# MUSIC

## Music and *Midtown Madness 3*

### I Want To Hear My Own Music in *Midtown Madness 3*!

First, you must create soundtracks in the **Xbox Dashboard**.

26

### What Is the Xbox Dashboard?

The **Xbox Dashboard** is the green screen (seen below) that you reach when you don't have a game disk in the console.



### How Do I Create Soundtracks in the Xbox Dashboard?

Take out the *Midtown Madness 3* disk, go to the **Xbox Dashboard Music** menu, and copy tracks from an audio CD to a soundtrack. For more information, refer to your Xbox console instruction manual.



Let me be clear—you gotta turn on the Xbox console without the *Midtown Madness 3* disk to copy tunes to a soundtrack. After you're done creating your soundtracks, then you can put the *Midtown Madness 3* disk back in and go to **Sound Setup**.

### I've Created Soundtracks on the Xbox Dashboard, so How Do I Get These Soundtracks into *Midtown Madness 3*?

Put the *Midtown Madness 3* disk back in, and follow these steps:

1. From the **Main Menu**, select **Options**.
2. From the **Options** menu, select **Sound Setup**.
3. From the **Sound Setup** menu, select **Edit Playlist**.
4. Select **Add** to select one song at a time, or select **Add All** to select entire soundtracks.
5. Press **Left** or **Right** to select the soundtrack.
6. Press the **A** button to add the song or songs.
7. Press the **B** button when you're finished!

27

# OPTIONS

28

**Game Setup** – Go here to adjust various in-game options:

**Unit System**: Switch between Imperial (mph) or Metric (kph).

**Map Rotation**: Switch the map from rotating to fixed.

**HUD Mode**: Turn the on-screen elements (heads-up display) on or off.

**Language**: Select your preferred language.

**Controller Setup** – Choose from a few preset controller options. The default is my favorite, but maybe you have your own style. I can respect that.

**Sound Setup** – Fly down the streets of Paris to your favorite tunes by adding music you've copied previously to your **Xbox Dashboard**, or adjust the different volume settings. For more information, see page 26.

**Track Records** – View your fastest race times. Compare and contrast.

**Credits** – Learn who is responsible for all this madness!

**Game Demos** – See demos of other games, but hurry back—we miss you!

**Bonus Movie** – Take a behind-the-scenes look at one man who stands above all others in the secret art of motion capture.



# LOCKED VEHICLES

## Want To Get Your Hands on Every Vehicle in the Game?

Unlocking every vehicle will take some time, but don't worry, there are treats along the way. Here are the basics:

- ⑥ Progress through **Blitz** and **Checkpoint** races to unlock vehicles.
- ⑥ Beat all the **Blitz** or **Checkpoint** races in a city, and you'll unlock a vehicle.
- ⑥ Complete all missions in an undercover career job, and you'll unlock a vehicle.
- ⑥ Beat all the **Blitz**, **Checkpoint**, and **Career** races, and you get a super-secret car. It's worth it.

## What About Locked Paint Jobs?

There are hidden paint jobs out in each city, and the only way to find them is to search high and low. Look for the hidden paint jobs while racing any single-player race, or select **Cruise** from the **Single Race** screen, and get to work! You can unlock paint jobs only for the vehicle you are driving.

29

# DIETER KLEINMANN

## Q & A Session with World-Famous Urban Racer Dieter Kleinmann (from *Car Racer*, reprinted with permission)

30

**MM3:** Thanks for taking the time to sit down with us.

**Kleinmann:** Der Schlüssel zum Sieg liegt in runden Kurven und schnellen Geraden.

**MM3:** Please speak to us in English.

**Kleinmann:** Fine.

**MM3:** Could you please explain your secret to urban racing?

**Kleinmann:** Well, I use the **Mini Map** to plot the best route, and that includes cutting corners and flying through parks. Then, I avoid obstacles, such as poles. Not only can they slow you down, but—even worse—they scratch the paint. There is only one good thing about obstacles—bumping your opponents into them!

**MM3:** So what's up with the two arrows?

**Kleinmann:** The big, yellow arrow points to the next checkpoint in a suggested, optional path. It's like a compass, so don't follow it exactly unless you can drive through buildings. The little arrow pops up when it's time to turn—if you're following the suggested path. Sometimes, I ignore them both!

**MM3:** What if the next checkpoint you want is behind you?

**Kleinmann:** That's when you use the handbrake for a quick 180! Oh, it's fun, but make sure you haven't eaten schnitzel beforehand.

**MM3:** What's the best part about racing?

**Kleinmann:** Winning. And the free schnitzel.



### DICE Credits

#### Producer

Johan Döhl

#### Andreas Axelsson

#### Lead design

Andreas Roman

#### Lead Programming

Joakim Grundwall

Mattias Gruvman

#### Lead artist

Robert Runesson

#### Audio lead

Olof Gustafsson

#### PROGRAMMING

##### AI Programming

Patrik Päfvesson

##### Gameplay Programming

Jim Tilander

##### Gameplay Programming

Thomas Andersson

##### Graphics Programming

Andreas Brinck

##### Jimmie Eriksson

Daniel Hansen

##### Menu Programming:

Andreas Axelsson

##### Network Programming

Peter Björklund

##### Physics Programming

Mattias Gruvman

##### Sound Programming

Erik Pettersson

##### Additional Programming:

Johan Höjskeld

Vidar Nygren

##### ART

##### Cars

Anders Caspersson

Jonas Levin

Gustav Tilleby

##### Paris Artwork

Torbjörn Malmer

Magnus Andersson

Kristina Hegethorn

##### Technical Editor

Beth Demetrescu

### Washington Artwork

Carl Henriksson

Kenny Magnusson

Lars Nordbeck

Maja Härlinder

Roger Björn

#### Menu

Markus Nyström

#### Additional Art

Carl Helgeson

Charlotte Heyman

Peter Närkaniemi

Robert Hallwood

#### DESIGN

##### Level design

Niklas Larsson

##### Gameplay design

Olof Gustafsson

#### Story

Andreas Roman

#### SOUND

##### Sound designer

Carl Hansson

##### Music composer

Olof Gustafsson

#### Microsoft Credits

##### Lead Program Manager

Christina Chen

##### Program Manager

Stephen Hui

##### Test Lead

Christian (Squido)

Owens

##### Art Director

Kiki Wolfkill

##### Art Lead

Mark Peasley

##### Story & Content Lead

Fred Northup, Jr.

##### Audio Director

Peter Comley

##### Music Composition

Big Idea Music Production

Triom Productions

### Product Planner

Alfred Tan

### Lead Product Manager

Raja Subramoni

### Product Manager

Scott Lee

### Assoc. Product Manager

Adam Kovach

### Test

Jay Adams

Scott Branston

Dan Tunnel

Dominic Patsula

Gregory Murphy

Paul Pedersen

Rahsaan Shareef

James Sweet

Aki Shiba

Hiroyasu Minoura

Satoru Arao

Paul Peacock

Dustan Gourlie

### User Testing Specialist

Keith Steury

### Localization PM

Jenni Gant

### Development Lead

Phil Teschner

### Localization Development

Christina Chen

### Program Manager

Kazuyuki Shibuya

### Licensing Manager

Kathy Kim

### Licensing Coordinator

Frances King

### Game Artist

Jennie Chan

### Vehicle Recording

Tawn Perkowski

Gordon Hampton

Peter Comley

Alexandre Gombert

### Music Composition

Big Idea Music Production

Triom Productions

# CREDITS

### Audio Content Coordination

Justin Wood

### Content Coordination

Todd Van Horne

Denise Heimel

### Print Production

Chris Lassen

### Legal

Jeff Koontz, Sr., Attorney

Jama Cantrell, Paralegal

Sue Stickney, Paralegal

Judy Weston, Sr., Paralegal

Mary Heuett, Attorney

Julien Horn, Avocat au Barreau de Paris, DE GAULLE FLEURANCE & ASSOCIES

### Special thanks:

Ed Fries, Phil Spencer, Shane Kim, Norman Cheuk, Pete Parsons, AJ Redmer, Bill Nielsen, Shannon Loftis, Greg B. Jones, Howard Phillips, Chris Satchell, Jeremy Los, Danya Hanks, Execquo

See the in-game credits for a complete list of the *Midtown Madness 3* team members!

○ = Volt

● = Kelly Services Inc.

■ = S&T Onsite

● = ORIFA, Inc.

○ = Japan Convention Service

31

## LIMITED WARRANTY FOR YOUR COPY OF XBOX GAME SOFTWARE ("GAME") ACQUIRED IN THE UNITED STATES OR CANADA

32

### Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus, or misapplication.

### Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

### Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$95 per minute.
  - In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.
- Xbox Game Tips (Support Representative): Available 7 days a week including holidays.
- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
  - In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Important:** Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.  
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.  
TTY users: 001-866-251-26-21.

**Note:** Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com)

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2003 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, Midtown Madness, OptiMatch, Xbox, Xbox Live, and the Xbox and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

© 2003 Digital Illusions CE AB. All rights reserved.

Manufactured under license from Dolby Laboratories.

LUA - Copyright © 1994-2000 TeCGraf, PUC-Rio. All rights reserved.

Zlib - Copyright © 1995-1998 Jean-loup Gailly and Mark Adler.

**BINK** Uses Bink Video. © Copyright 1997-2003 by RAD Game Tools, Inc.

All trademarks are property of their respective owners.

33